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- 1 Adaptive rate controlled, robust video communication over packet wireless networks 93%
 G. R. Rajugopal , R. H. M. Hafez
Mobile Networks and Applications June 1998
 Volume 3 Issue 1

Video transmission over wireless packet networks is gaining importance due to the concept of universal personal communication. Further, it is considered an important step towards wireless multimedia. The challenge however is to achieve good video quality over mobile channels, where typically the channel conditions vary due to signal fading. Hence this paper investigates adaptive rate controlled video transmission for robust video communication under packet wireless environment. A combinatio ...

- 2 Gradient domain high dynamic range compression 90%
 Raanan Fattal , Dani Lischinski , Michael Werman
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
 Volume 21 Issue 3

We present a new method for rendering high dynamic range images on conventional displays. Our method is conceptually simple, computationally efficient, robust, and easy to use. We manipulate the gradient field of the luminance image by attenuating the magnitudes of large gradients. A new, low dynamic range image is then obtained by solving a Poisson equation on the modified gradient field. Our results demonstrate that the method is capable of drastic dynamic range compression, while preserving f ...

- 3 Web-based and Java-based simulation: A review of web based 89%

4 simulation: whither we wander?

Jasna Kuljis , Ray J. Paul

Proceedings of the 32nd conference on Winter simulation December 2000

This paper considers a variety of new technologies for discrete-event simulation software development. Environments and languages for web based simulation are reviewed. Web based applications are discussed. After proposing a summary of the review, ways of working that will have an unpredictable effect on the future of simulation modeling are proposed.

4 Design integrity and immunity checking: A new look at layout

84%

4 verification and design rule checking

Edward J. McGrath , Telle Whitney

Proceedings of the seventeenth design automation conference on Design automation June 1980

A program implementing a novel approach to layout verification is presented. The approach uses topological and device information to eliminate most false and unchecked errors. This technique, coupled with a hierarchical front end to eliminated redundant checks, is appropriate for layout verification of VLSI designs. Design rules appropriate for this technique, some usage rules in the context of structured design, and a discussion of the future of design rule checking are also presented.

5 Photographic tone reproduction for digital images

84%

4 Erik Reinhard , Michael Stark , Peter Shirley , James Ferwerda

ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002

Volume 21 Issue 3

A classic photographic task is the mapping of the potentially high dynamic range of real world luminances to the low dynamic range of the photographic print. This tone reproduction problem is also faced by computer graphics practitioners who map digital images to a low dynamic range print or screen. The work presented in this paper leverages the time-tested techniques of photographic practice to develop a new tone reproduction operator. In particular, we use and extend the techniques developed b ...

6 HDR and tone mapping: Delivering interactivity to complex tone

82%

4 mapping operators

Alessandro Artusi , Jiri Bittner , Michael Wimmer , Alexander Wilkie

Proceedings of the 13th Eurographics workshop on Rendering June 2003

The accurate display of high dynamic range images requires the application of complex tone mapping operators. These operators are computationally costly, which prevents their usage in interactive applications. We propose a general framework that delivers interactive performance to an important subclass of tone mapping operators, namely global tone mapping operators. The proposed framework consists of four steps: sampling the input image, applying the tone mapping operator, fitting the point-samp ...

7 HDR and tone mapping: Interactive time-dependent tone mapping using

82%

4 programmable graphics hardware


Nolan Goodnight , Rui Wang , Cliff Woolley , Greg Humphreys

Proceedings of the 13th Eurographics workshop on Rendering June 2003

Modern graphics architectures have replaced stages of the graphics pipeline with fully programmable modules. Therefore, it is now possible to perform fairly general computation on each vertex or fragment in a scene. In addition, the nature of the

graphics pipeline makes substantial computational power available if the programs have a suitable structure. In this paper, we show that it is possible to cleanly map a state-of-the-art tone mapping algorithm to the pixel processor. This allows an inter ...

8 A low cost hierarchical system for VLSI layout and verification 82%

 Tom H. Edmondson , Richard M. Jennings

Proceedings of the eighteenth design automation conference on Design automation June 1981

With IC complexity and the manhour effort required for design doubling every two years, new approaches to layout and mask verification are required. A low-cost VLSI layout and verification system was developed to produce cost effective designs using present resources. The system is IC technology independent, makes effective use of present design skills while maintaining density, and includes structured and behavioral intelligence to aid design verification. In addition, it is easy to learn ...

✓ **9** A multiscale model of adaptation and spatial vision for realistic image display 82%

 Sumanta N. Pattanaik , James A. Ferwerda , Mark D. Fairchild , Donald P. Greenberg

Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1998


10 Documentation, participatory citizenship, and the web: the potential of open systems 82%

 Clay Spinuzzi

Proceedings of the 20th annual international conference on Computer documentation October 2002

Technical communicators have become increasingly interested in how to "open up" the documentation process - to encourage workers to participate in developing documentation that closely fits their needs. This goal has led technical communicators to engage in usability testing, user-centered design approaches, and, more recently, open source documentation. Although these approaches have all had some success, there are other ways to encourage the participatory citizenship that is implied in these a ...

11 Poisson image editing 80%

 Patrick Pérez , Michel Gangnet , Andrew Blake

ACM Transactions on Graphics (TOG) July 2003

Volume 22 Issue 3

Using generic interpolation machinery based on solving Poisson equations, a variety of novel tools are introduced for seamless editing of image regions. The first set of tools permits the seamless importation of both opaque and transparent source image regions into a destination region. The second set is based on similar mathematical ideas and allows the user to modify the appearance of the image seamlessly, within a selected region. These changes can be arranged to affect the texture, the illum ...

12 Cloth and filtering: The trilateral filter for high contrast images and meshes 80%


 Prasun Choudhury , Jack Tumblin

Proceedings of the 13th Eurographics workshop on Rendering June 2003

We present a new, single-pass nonlinear filter for edge-preserving smoothing and visual detail removal for N dimensional signals in computer graphics, image processing and computer vision applications. Built from two modified forms of Tomasi

and Manduchi's bilateral filter, the new "trilateral" filter smoothes signals towards a sharply-bounded, piecewise-linear approximation. Unlike bilateral filters or anisotropic diffusion methods that smooth towards piecewise constant solutions, the tr ...

13 The evolution of design automation to meet the challenges of VLSI 80%

 Lawrence M. Rosenberg

Proceedings of the seventeenth design automation conference on Design automation June 1980

This paper presents the author's opinion of the major problems confronting Design Automation for VLSI and how Design Automation may evolve to meet these challenges. The paper first takes a historical look at the driving forces for Design Automation development by analyzing the evolution of Design Automation at RCA. It looks at both some successful and unsuccessful development efforts and attempts to isolate some of the criteria necessary for success. It review RCA's current LSI Design Autom ...


14 Design technology productivity in the DSM era (Invited talk) 80%

 Andrew B. Kahng

Proceedings of the 2001 conference on Asia South Pacific design automation January 2001

Future requirements for design technology are always uncertain due to changes in process technology, system implementation platforms, and applications markets. To correctly identify the design technology need, and to deliver this technology at the right time, the design technology community - commercial vendors, captive CAD organizations, and academic researchers - must focus on improving design technology time-to-market and quality-of-result. Put another way, we must address the well-known ...


15 WinRDBI: a Windows-based relational database educational tool 80%

 Suzanne W. Dietrich , Eric Eckert , Kevin Piscator

ACM SIGCSE Bulletin , Proceedings of the twenty-eighth SIGCSE technical symposium on Computer science education March 1997
Volume 29 Issue 1

RDBI is an educational tool that provides students with the capability to test their understanding of the formal relational query languages (relational algebra, domain relational calculus and tuple relational calculus) and the industry standard query language SQL. Although RDBI is an integral part of the database management courses at a number of universities, it is unavailable to those universities that do not have a license for the software product in which RDBI is implemented. WinRDBI, a vers ...


16 Technical papers: software design: Scaling step-wise refinement 77%

 Don Batory , Jacob Neal Sarvela , Axel Rauschmayer

Proceedings of the 25th international conference on Software engineering May 2003


Step-wise refinement is a powerful paradigm for developing a complex program from a simple program by adding features incrementally. We present the *AHEAD (Algebraic Hierarchical Equations for Application Design)* model that shows how step-wise refinement scales to synthesize *multiple programs* and *multiple non-code representations*. AHEAD shows that software can have an elegant, hierarchical mathematical structure that is expressible as nested sets of equations. We revie ...

17 High dynamic range video 77%

-  Sing Bing Kang , Matthew Uyttendaele , Simon Winder , Richard Szeliski
ACM Transactions on Graphics (TOG) July 2003
 Volume 22 Issue 3

Typical video footage captured using an off-the-shelf camcorder suffers from limited dynamic range. This paper describes our approach to generate high dynamic range (HDR) video from an image sequence of a dynamic scene captured while rapidly varying the exposure of each frame. Our approach consists of three parts: automatic exposure control during capture, HDR stitching across neighboring frames, and tonemapping for viewing. HDR stitching requires accurately registering neighboring frames and ch ...

18 Simulation and computation: A multigrid solver for boundary value 77%

-  problems using programmable graphics hardware
 Nolan Goodnight , Cliff Woolley , Gregory Lewin , David Luebke , Greg Humphreys
Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware July 2003

We present a case study in the application of graphics hardware to general-purpose numeric computing. Specifically, we describe a system, built on programmable graphics hardware, able to solve a variety of partial differential equations with complex boundary conditions. Many areas of graphics, simulation, and computational science require efficient techniques for solving such equations. Our system implements the **multigrid method**, a fast and popular approach to solving large boundary value ...

19 A "non-restrictive" artwork verification program for printed circuit 77%

-  boards
 David Kaplan
Proceedings of the nineteenth design automation conference January 1982



This paper describes a PCB artwork verification program which imposes virtually no restrictions on the layout designer. The program is capable of making fast and reliable verifications of layouts of any type and style. The concepts and techniques used to achieve the "non-restrictive" feature of the program are discussed. A unique characteristic of the program is the special treatment of nonelectrical elements. The program has been proven by continuous practical use in a dynamic ...

20 Overview of an Arithmetic Design System 77%

-  D. E. Atkins , W. Liu , S. Ong
Proceedings of the eighteenth design automation conference on Design automation June 1981

This paper describes an evolving Arithmetic Design System (ADS) to support the quantitative evaluation of alternate number systems with respect to a given application and realization technology. A finite number system is a tuple consisting of a symbol set (elements are called "digit-vectors"), an interpretation set, a mapping between these two sets, and a set of operators ("digit-vector algorithms") defined on the symbol set. A set of these digit vector algorithms ar ...

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- 21** Novel design methodologies and signal integrity: Design of a 17-million gate network processor using a design factory 77%
 Gilles-Eric Descamps , Satish Bagalkotkar , Subramanian Ganesan , Satish Iyengar , Alain Pirson

Proceedings of the 40th conference on Design automation June 2003








Silicon Access Networks taped out in one year four high performance SoC products: a high-end Network Processor and three associated Co-processors, providing the industry with the highest performance OC-192 Data Plane Processing solution. The four chips are shipping for revenue and went into production from first silicon with no mask change. They were designed using state-of-the-art 0.13 μ m technology and collectively represent about 750-million transistors, implementing a variety of analog, ...

- 22** QMView and GAMESS: integration into the world wide computational grid 77%
 Kim K. Baldridge , Jerry P. Greenberg , Stephen T. Elbert , Stephen Mock , Philip Papadopoulos

Proceedings of the 2002 ACM/IEEE conference on Supercomputing November 2002

High performance computing, storage, visualization, and database infrastructures are increasing geometrically in complexity as scientists move towards grid-based computing. While this is natural, it has the effect of pushing computational capabilities beyond the reach of scientists because of the time needed to harness the infrastructure. Hiding the complexity of networked resources becomes essential if scientists are to utilize them effectively. In this work, we describe our efforts to integrat ...

- 23** Query processing over object views of relational data 77%
 [4] Gustav Fahl , Tore Risch
The VLDB Journal — The International Journal on Very Large Data Bases
 November 1997
 Volume 6 Issue 4
 This paper presents an approach to *object view* management for relational databases. Such a view mechanism makes it possible for users to transparently work with data in a relational database as if it was stored in an object-oriented (OO) database. A query against the object view is translated to one or several queries against the relational database. The results of these queries are then processed to form an answer to the initial query. The approach is not restricted to a 'pure&rsqu ...
- 24** Session 4: video processing and transformation: Painting with looks: 77%
 [4] photographic images from video using quantimetric processing
 Steve Mann , Corey Manders , James Fung
Proceedings of the tenth ACM international conference on Multimedia December 2002
 When we ask the fundamental question "What does a camera measure?", we arrive at the concept of quantimetric imaging, which uses a new quantimetric unit, q , characteristic of a particular camera (e.g. each kind of camera defines its own quantimetric unit q based on its spectral response, etc.). Fluctuations in interframe exposures, along a sequence of images, give rise to a *comparametric* relationship between successive pairs of images. This allows us to estimate the response ...
- 25** Digital images: Adaptive gain control for high dynamic range image 77%
 [4] display
 Sumanta Pattanaik , Hector Yee
Proceedings of the 18th spring conference on Computer graphics April 2002
 Realistic display of high dynamic range images without introducing any artifact is a hard problem. In this paper we address this problem using a detail preserving local gain control approach. Unlike many other local gain control methods available in the literature, our method is simple, and does not introduce ugly "halo" artifacts around the high dynamic range edges. We demonstrate the usefulness of this method by showing several examples.
- 26** Introductory tutorials: Web-based simulation: web-based modeling and 77%
 [4] simulation
 S. Narayanan
Proceedings of the 32nd conference on Winter simulation December 2000
 This paper introduces the emerging area of web-based simulations and presents an overview of the opportunities and challenges in this field. This introduction begins with an outline of the World Wide Web and aspects of simulation impacted by advances on the Internet. Next, various types of applications of web-based simulations are illustrated. This article concludes with an synopsis of research and development efforts on web-based simulations, including online simulation documentation, client-si ...
- 27** Design methodology for PicoRadio networks 77%
 [4] J. da Silva , J. Shamberger , M. Ammer , C. Guo , S. Li , R. Shah , T. Tuan , M. Sheets , J. Rabaey , B. Nikolic , A. Sangiovanni-Vincentelli , P. Wright
Proceedings of the conference on Design, automation and test in Europe March 2001

- 28 COKO III: the Cooper-Koz chess program** 77%
 Edward W. Kozdrowicki , Dennis W. Cooper
Communications of the ACM July 1973
 Volume 16 Issue 7
 OKO III is a chess player written entirely in Fortran. On the IBM 360-65, COKO III plays a minimal chess game at the rate of .2 sec cpu time per move, with a level close to lower chess club play. A selective tree searching procedure controlled by tactical chess logistics allows a deployment of multiple minimal game calculations to achieve some optimal move selection. The tree searching algorithms are the heart of COKO's effectiveness, yet they are conceptually simple. In addition, an interesting ...
- 29 Conference preview: CSCW 2000** 77%
 **interactions** November 2000
 Volume 7 Issue 6
- 30 Conferences** 77%
 Marisa Campbell
netWorker September 2000
 Volume 4 Issue 3
- 31 Conference preview: HCI 2000: usability or else!** 77%
 Marisa Campbell
interactions July 2000
 Volume 7 Issue 4
- 32 Conferences** 77%
 Marisa Campbell
netWorker June 2000
 Volume 4 Issue 2
- 33 Workstations (panel discussion): a complete solution to the VLSI designer?** 77%
 Prathima Agrawal , Frederick L. Cohen , Chet Palesko , Hung-Fai Stephen Law , Mark Miller , Mike Price , David W. Smith , Nicholas P. Van Brunt
Proceedings of the 22nd ACM/IEEE conference on Design automation June 1985
 The dynamics of today's electronics industry introduces enormous pressure on chip designers to come up with chip designs in a very limited time. This is due partly to the short life cycle of application specific products in the marketplace. The availability of powerful graphics processors and microprocessors with processing powers comparable to minicomputers has introduced several stand alone workstations into the design arena. Designer productivity is improved to a great extent by the prov ...
- 34 Using off-the-shelf middleware to implement connectors in distributed software architectures** 77%
 Eric M. Dashofy , Nenad Medvidovic , Richard N. Taylor
Proceedings of the 21st international conference on Software engineering May 1999

77%

35 Object-oriented database systems

François Bancilhon

Proceedings of the seventh ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems March 1988

This paper describes my vision of the current state of object-oriented database research. I first briefly define this field by its objectives, and relate it to other database subfields. I describe what I consider to be the main characteristics of an object oriented system, i.e. those which are important to integrate in a database system: encapsulation, object identity, classes or types, inheritance, overriding and late binding. I point out the differences between an object oriented system a ...

36 Semantics of query languages for network databases

77%



Kazimierz Subieta

ACM Transactions on Database Systems (TODS) September 1985
Volume 10 Issue 3

Semantics determines the meaning of language constructs; hence it says much more than syntax does about implementing the language. The main purpose of this paper is a formal presentation of the meaning of basic language constructs employed in many database languages (sublanguages). Therefore, stylized query languages SSL (Sample Selection Language) and J (Joins) are introduced, wherein most of the typical entries present in other query languages are collected. The semantics of SSL and J are ...

37 Creating a focused application simulator with flexible decision making capabilities

77%



Barbara Werner Mazziotti , F. Bradley Armstrong

Proceedings of the 26th conference on Winter simulation December 1994**38 A VHDL-based design methodology: the design experience of a high performance ASIC chip**

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Maurizio Valle , Daniele Caviglia , Marco Cornero , Giovanni Nateri , Luciano Briozzo

Proceedings of the conference on European design automation September 1994**39 Research issues in ubiquitous computing**

77%



Alan J. Demers

Proceedings of the thirteenth annual ACM symposium on Principles of distributed computing August 1994**40 Using Agentsheets to create a voice dialog design environment**

77%



Alex Reppenning , Tamara Sumner

Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990's March 1992

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